


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 level; 5 ⁺ cards, 7 – 16, with stronger hand must double first
2 level; (5) 6 ⁺ cards, (11) 12 -16, with stronger hand must double first
Responses; new suit = NF, standard ranges of NT
Splinters, Jump raises = WEAK
Over a 1 level overcall: CUEBID = 10 ⁺ with FIT of 3 ⁺ or any GF; Jump CUEBID =12 ⁺ with FIT 4 ⁺
Over 2 level overcalls: CUEBID = asking for shape
INT OVERCALL
1 ♣/♦/♥/♠ -1NT 16 - 18 > system on
1 ♣/♦/♥/♠ -pass-pass-1NT = 12 - 14 > system on
1 ♣/♦/♥/♠ -pass-pass-2NT = 18 - 20 > system on
1X-pass-pass- Double... and after 1NT=15-17
1X-pass-pass- Double... and after jump to 2/3NT= 21-22
JUMP OVERCALLS
PRE, new suit =F1, 2NT= INV+
1/2X- 3NT= to play (based on any minor and stoppers outside)
1x – 2NT = 2 lowest suits 5 ⁺ /5 ⁺ , 6-10
Reopen: Sound jump 6/7 cards 10-13 ₍₁₄₎
DIRECT & JUMP CUE BIDS
Michael's direct over ♣/♦/♥/♠ 5 ⁺ /5 ⁺ , 6-10 ₍₁₁₎ or 17 ⁺
1X-p-1NT-2X
1NT-p-2X (TRF to Y)-2Y is Michael's cue-bid
1m-3m= Natural PRE;1M-3M= STOP ASK
VS. NT
1NT (STR or WK) - double = ♥+♠; suit = natural; 2NT = ♣+♦
2NT - double = ♥+♠; suit = natural; 3NT = ♣+♦
Re-open same
VS. PREEMPTS
Double = T/O or any strong 17 ⁺ hand
2NT – balanced ₍₁₅₎ 16-18> system on
3NT = to play (when jump with long minor); Leaping Michael's
VS. ARTIFICIAL STRONG OPENINGS
1 ♣ (STR) - double = ♥+♠; suit = natural; 1NT = ♣+♦
2 ♣ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
2 ♦ (STR) - double = ♥+♠; suit = natural; 2NT = ♣+♦
OVER OPPONENTS' TAKEOUT DOUBLE
After T/O double our bids at 1 level are unchanged F1,
At 2 level bids are weak (6-9) 6 ⁺ cards; at 2 level with jump = 3-6, 6 ⁺
Re-double is for penalty, after that any double is for penalty
Truscott over 1 ♥/♠; Reversed Truscott over 1 ♣/♦

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3nd - 5th High with Xx	Same
NT	2nd - 4th High with Xx	Same
Subsequent	Low with interest	Same
K is the strongest lead and asks for unblock or count vs. NT High = EVEN A and Q ask for encourage vs. NT High = ENC 10 promises 1 high honour and 9, or short suit: 109x, 10x vs. NT		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	A Kx ⁽⁺⁾	A Kx ⁽⁺⁾ , A K10x ⁽⁺⁾ , A KJx ⁽⁺⁾
King	K Qx ⁽⁺⁾ , A K sec	K QJ ⁽⁺⁾ , K Q109 ⁽⁺⁾ , A KJ10
Queen	Q Jx ⁽⁺⁾	Q J10/9 ⁽⁺⁾ A QJx ⁽⁺⁾ , K Qx ⁽⁺⁾
Jack	J 10x ⁽⁺⁾ , H J10x ⁽⁺⁾	J 109/8 ⁽⁺⁾ , H J10 ⁽⁺⁾ , J 10x
10	H 109 ⁽⁺⁾ , 10 x	H 109 ⁽⁺⁾ , 10 9x, 10 x
9	9 x	10 9 _{8/7} x ⁽⁺⁾ , 9 x
Hi-X	H x, Hx S x, xx S x	H x, Hx S , Hxx S x
Lo-X	S x, xx S , Hxxx S , xxxx S	S x, x S x, Hxx S , xxx S
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	ATT HIGH encourage	CT High = EVEN
Suit 2	CT High Low = EVEN	S/P
3	S/P	
1	ATT HIGH encourage	CT High = EVEN
NT 2	CT High = EVEN	S/P
3		S/P
S/P in trumps (if necessary), S/P in known length suit		
DOUBLES		
TAKEOUT DOUBLES		
T/O Double: 12 ⁺ standard shape (8 ⁺ re-open) or 17 ⁺ any shape (15 ⁺ re-open)		
Responses; jumps are positive 4 ⁺ cards, cue-bid = 10 ⁺ , standard ranges NT		
T/O Double over PRE at any level		
T/O Double when opponents support each other directly at any level		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
3 cards support double or redouble up to 2 level repeat suits		
2 ♦ (Multi) - double = T/O over ♠; pass... and then double = T/O over ♥		
2 ♦ (Multi) - suit = natural 5 ⁺ , 12-16		
1 ♣ -1 ♦ - double = 4 ♥+4 ♠ or 5 ♥+4 ♠ <11HCP		
1 ♣/♦ -1 ♥ - double = 0-3spades		
1 ♣/♦ -1 ♠ - double = 4 ⁺ hearts		
Lightner, Negative to 4 ♠, Responsive when opponents fit		

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SPAIN
Alan Maddock 3551481 – Gabriel Carrasco 2811795
– Juan Sarasola 3851271 – Andrzej Knap 2811911

SYSTEM SUMMARY
1 ♣/♦ - 3 ⁺ card, 1 ♣ with 3/3, 1 ♦ with 4/4 ₍₁₁₎ 12-22
1 ♥/♠ - 5 ⁺ card ₍₁₁₎ 12-22
1NT - Balanced, 5M332, 5m422, 6m322 OK ₍₁₄₎ 15-17
2NT Idem ₍₁₉₎ 20-22
2 ♣ - FG based on many HCP
2 ♦/♥/♠ WK ₍₅₎ 6 cards ₍₅₎ 6-10
Classic PRE at 3 and 4 level; 1 st /2 nd position
PRE may be very weak in 3 rd but sound in 4 th 10-13 ₍₁₄₎
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 ♥/♠ - 2NT* = Game-try, with fit 3 ⁺
1 ♥/♠ - 2 ♣* = 2 ⁺ clubs, natural 5 ⁺ cards suit or any balanced
1 ♥/♠ - 2X-2Y-2NT *=FG
Check-back 1X-1M-1NT-2 ♣*
Check-back 1X-1M-2NT-3 ♣*
3NT Gambling (7/8) AKQ in one minor (no A/K outside)
Michael's cue-bid, Leaping Michael
NOTES
We open all 12HCP hands
11HCP hands we open with good shape
With 5 ⁺ /5 ⁺ we open higher range suit
We never open 1 ♣/♦ with 5 card mayor suit
2 ♣ opening forced to play game or to double. We do not open 2 ♣
with many winning tricks and few HCP
Big two-suiter 5 ⁺ /5 ⁺ and 9-10HCP we pass first and if possible
overcall with Michael's
3 rd position opening 1 ♥/♠ may be light, but not less than 7/8HCP
Reversed Drury after 3 rd hand 1 ♥/♠ opening and no overcall
Aggressive overcall when opponents find fit at 2/3 level
PSYCHICS: Very rare (1-2 a year)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣/♦		3	4 ♠	(11) 12-22	1m-3m= INV 1m-2m=6-10, 5 ⁺ ; new suit jumps = 12 ⁺ , 6 ⁺ cards;	Check-back STY; 3 rd suit forcing	1 ♣/♦-Paso/Double/S-3 ♣/♦ = 5 ⁺ cards, 9-11 (when jump)
1 ♥/♠		5	4 ♠	(11) 12-22	1M - 3M = WK; 1M - 2NT = LIM 3 ⁺ ; 1 ♥/♠-3X= 6/7 cards, 9-11; 1M - 2 ♣ - natural or any balanced 1M – 3NT = Mini splinter (10-12): 1M – 4x Splinter	Splinter, Mini splinter	1 ♥/♠-Paso/Double/S-3 ♥/♠ = 4 ⁺ cards, 3-6 (when jump)
1NT		Balanced	3 ♣-4 ♠	(14) 15-17 5M332, 5m422, 6m322	2 ♣ = STAY, may be weak; 2 ♦/♥/♠/3 ♣ = TRF; 3 ♦ = 5 ⁺ /5 ♥+♠ game try; 3 ♥/♠ = 5 /4 ⁺ ♣+♦ shortness 4 ♣ = 5 ⁺ /5 ♥+♠; 4 ♦/♥ = TRF	Smolen	Responder's double are for penalty when any overcall at 2 level. When opponents double is artificial our system on, when double is for penalty system off.
2 ♣	*			Any GF, if balanced 23 ⁺	2 ♦ = 0-7, any shape; rest NAT, 8 ⁺	2 ♣-2 ♦-2NT... system on	
2 ♦/♥/♠		(5) 6		PRE (5) 6-10 (1 st /2 nd)	New suit = 1RF; 2NT = INV with fit		May be very weak in 3 rd , Sound in 4 th
2NT		Balanced		(19) 20-22 5M332, 5m422, 6m322	3 ♣ = STAY; 3 ♦/♥ = TRF; 3 ♠ = ♣+♦ 4 ♣/♦/♥/♠ = TRF; 4/5NT = INV	Accept TRS 3 ♦/♥ confirm fit, 3NT = no fit; Smolen	
3 ♣/♦/♥/♠		(6) 7		PRE (5) 6-10 (1 st /2 nd)	New suit is natural 5 ⁺ and GF		May be very weak in 3 rd , Sound in 4 th
3NT	*			Gambling AKQxxxx in ♣/♦ no A/K outside	4/5/6 ♣=P/C; 4M= to play; 4 ♦ = asks for singleton 4NT = asks for extra length		
4 ♣/♦/♥/♠		(7) 8		PRE	After 4m: 4M natural NF; After 4M new suit CTRL		
4NT	*			6 ⁺ /5 ⁺ ♣+♦			
5 ♣/♦		(8) 9		PRE		HIGH LEVEL BIDDING	
						RKCB 03/14+Q, Hoyt 0-1-2-3, Splinter	
						Josephine, Super Josephine (Gran slam try 5NT) 0-1-2-3	
						PODI	